

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in this application.

Listing of Claims:

Claims 1-24 (Canceled).

Claim 25 (Previously Presented): A game program storage medium for use with a portable game machine having a processor operable at a plurality of different clock speeds, said game program storage medium storing clock speed data usable by said portable game machine in a process for setting a clock speed of said processor and further storing compatibility data usable by the processor of the portable game machine to determine compatibility of the game program storage medium with the portable game machine.

Claim 26 (Previously Presented): The game program storage medium according to claim 25, wherein the compatibility data is used by the processor to determine color compatibility between the game program storage medium and the portable game machine.

Claim 27 (Previously Presented): A game program storage medium for use with a portable game machine having a processor operable at a plurality of different clock speeds, said game program storage medium storing clock speed data usable by said portable game machine in a process for setting a clock speed of said processor and further storing a machine identification program for identifying the type of portable game machine with which the game program storage medium is used.

Claim 28 (Previously Presented): The game program storage medium according to claim 27, wherein the machine identification program identifies the type of portable game machine by determining an identifier thereof.

Claim 29 (Previously Presented): For use with a portable game machine having a game program executing processing system including a microprocessor to execute a video game program and player controls operable by a player to generate video game control signals; a portable storage device for controlling the operation of said portable game machine comprising:

a memory medium for storing video game instructions and graphics and sound data for said video game program; and

a connector for coupling said video game instructions and said graphics and sound data retrieved from said memory medium to said portable game machine,

said video game instructions including a command for causing said microprocessor to be set at one of a plurality of different clock speeds,

wherein the memory medium further stores compatibility data usable by the microprocessor of the portable game machine to determine compatibility of the portable storage device with the portable game machine.

cont. Claim 30 (Previously Presented): The portable storage device according to claim 29, wherein the compatibility data is used by the microprocessor to determine color compatibility between the portable storage device and the portable game machine.

Claim 31 (Previously Presented): For use with a portable game machine having a game program executing processing system including a microprocessor to execute a video game program and player controls operable by a player to generate video game control signals; a portable storage device for controlling the operation of said portable game machine comprising:

a memory medium for storing video game instructions and graphics and sound data for said video game program; and

a connector for coupling said video game instructions and said graphics and sound data retrieved from said memory medium to said portable game machine,

said video game instructions including a command for causing said microprocessor to be set at one of a plurality of different clock speeds,

wherein the memory medium further stores a machine identification program for identifying the type of portable game machine with which the portable storage device is used.

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Claim 32 (Previously Presented): The portable storage device according to claim 31, wherein the machine identification program identifies the type of portable game machine by determining an identifier thereof.

Cont.
Claim 33 (Canceled).

Claim 34 (Previously Presented): A hand-held display system for playing a video game, comprising:

a housing grippable by a user's hands;

a liquid crystal display viewable by the user gripping the housing;

input devices operable by the user when the user grips the housing;

a connector for operatively connecting to a storage device storing a video game program and having a processing speed setting attribute; and

processing circuitry for processing the video game program and user inputs from the input devices in order to generate displays for the video game on the liquid crystal display,

wherein the processing circuitry uses the processing speed setting attribute of the storage device in order to set a processing speed for processing the video game program, and

wherein the storage device also has compatibility data usable by the processing circuitry to determine compatibility of the storage device with the hand-held display system.

Claim 35 (Previously Presented): The hand-held display system according to claim 34, wherein the compatibility data is usable by the processing circuitry to determine color compatibility between the computer-readable medium and the hand-held display system.

Claim 36 (Previously Presented): A hand-held display system for playing a video game, comprising:

a housing grippable by a user's hands;
a liquid crystal display viewable by the user gripping the housing;
input devices operable by the user when the user grips the housing;
a connector for operatively connecting to a storage device storing a video game program and having a processing speed setting attribute; and

processing circuitry for processing the video game program and user inputs from the input devices in order to generate displays for the video game on the liquid crystal display,

wherein the processing circuitry uses the processing speed setting attribute of the storage device in order to set a processing speed for processing the video game program, and

Cont. wherein the storage device also has a machine identification program for identifying the type of hand-held display system with which the computer-readable medium is used.

Claim 37 (Previously Presented): The hand-held display system according to claim 36, wherein the machine identification program identifies the hand-held display system by determining an identifier thereof.

Claim 38 (Currently Amended): The hand-held display system according to claim 34, wherein, during processing of the video game program, further comprising at least one processing operation of the processing circuitry occurs occurring at a processing speed different than the processing speed set in accordance with the processing speed setting attribute for processing the video game program.

Claim 39 (Previously Presented): The hand-held display system according to claim 38, wherein the at least one operation comprises a direct memory access operation.

Claim 40 (Canceled).

Claim 41 39 (Currently Amended): A portable storage device for a video game machine usable with different types of portable storage devices, the portable storage device storing a video game program and having attributes usable by the video game machine to determine compatibility of the portable storage device and to set the clock speed of the video game machine.

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Claim 42 40 (Currently Amended): The portable storage device according to claim 41 39, wherein the video game machine comprises a hand-held video game machine.

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Claim 43 [[41]](Currently Amended): A portable storage device for a video game machine usable with different types of portable storage devices, the portable storage device storing a video game program and having a machine identification program for identifying the video game machine with which the portable storage device is used and compatibility data usable to determine compatibility of the portable storage device.

Claim 44 [[42]] (Currently Amended): The portable storage device according to claim 43 [[41]], wherein the video game machine comprises a hand-held video game machine.

Claim 45 (New): A game program storage medium for use with a portable game machine having a processor operable at a plurality of different clock speeds, said game program storage medium storing clock speed data usable by said portable game machine in a process for setting a clock speed of said processor, said game program

storage medium further storing compatibility data usable by the processor of the portable game machine to determine compatibility of the game program storage medium with the portable game machine and an instructing program for instructing whether or not the clock speed should be changed based on the compatibility data.

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Claim 46 (New): A game program storage medium for use with a portable game machine having a processor operable at a plurality of different clock speeds, said game program storage medium storing clock speed data usable by said portable game machine in a process for setting a clock speed of said processor, said game program storage medium further storing a machine identification program for identifying the type of portable game machine with which the game program storage medium is used and a program for selecting to use display data in accordance with the type of portable game machine identified by the machine identification program.
